

HIGHER NITEC IN MOTION GRAPHICS

Core Modules

Digital Imaging Essentials

On completion of the module, students should be able to create graphics and illustrations using digital imaging software. Students will also be able to digitally manipulate and retouch images according to the specific styles required.

Design Principles

On completion of the module, students should be able to apply design elements like form, shapes, lines, colour, and type into compositions that creatively expresses their ideas. Their compositions should demonstrate knowledge of design principles effectively.

Motion Design

On completion of the module, students should be able to apply their graphics creation to the dimension of time, animation, keyframing and movement. Their compositions should demonstrate knowledge of animation principles in two-dimensional styles and three-dimensional imagery.

3D Fundamentals

On completion of the module, students should be able to create 3D elements for the media. This module covers the creation of 3D elements and exporting into the appropriate file format.

Finishing for Motion Graphics

On completion of the module, students should be able to manipulate 2D/3D layers, video footage and apply appropriate animation to create the motion graphics. This module covers the fundamentals of layout and compositing techniques.

3D for Motion Graphics

On completion of the module, students should be able to create 3D animation using simulation and particle techniques. The module covers the techniques and workflow in creating dynamic effects animation.

Motion Graphics Portfolio

On completion of the module, students should be able to apply creative process to derive design concept to meet the project's requirements.

Industry Attachment

On completion of the module, students should be able to apply and integrate the skills and knowledge that they have acquired to the industry and would have gained relevant work experience.